

Game: Gloomwrought Campaign, D&D 5e

Date: March 15th, 2020

Characters:

Ping the Vile, half-elf ranger - 13 (Dan Gilbert)

Rear Admiral Nigel Ramsbottom, half-elf rogue/warlock - 7/6 (Quinton Laughman)

Ser Pipkin Goodwood, half-elf paladin - 13 (Andrew Smith)

Colonel Sigmund, dragonborn sorcerer - 13 (Nate Grim)

Inara, human cleric - 13 (Kayla Nicholas)

“Hawkeye” Yeoff Revictus III, human fighter - 13 (Connor Kanya)

Campaign Date:

DM: Justin Nicholas

Log:

The Questors collect the treasure from the dragon. They find some magic items and cash, but no sign of the enchantress, Mirara. Instead they take stock of the dead dragon and start to decide whether they can harvest the parts of this ancient beast for making magic items in the future.



They find a mirror at the bottom of a watery pit. Inside, a mirror of life trapping has Mirara. Sigmund and Yeoff manage to get the mirror out of the pit. Nigel reaches to touch the mirror, but he is slapped by Inara. Pipkin slaps Nigel three more times, each time seeming to enjoy it even more than the last. Interestingly, the key to the mirror is “Queen Mab,” the queen of Air and Darkness. Mirara is freed. She describes some magical runestaves that the storm giants use to predict the future. She has one of these, which she says she has been tasked by Mordenkainen to return to them. Mirara is saucy, giving the party the business for their lack of knowledge earning her the nickname “Marinara” from Nigel.

This only makes the enchantress that much more furious.

Ping arrives from a three-month long baby shower. He begins to harvest parts from the dragon but is largely unsuccessful. Inara raises a Frost Giant because Ptheven says he is a friend. Ptheven licks the face of the giant like he’s a doggie.

The party uses Sigmund’s teleportation circle to teleport to Holy Hearth, a town near the Frost Reach mountains where they hope to venture into the domain of the storm giants. There in the teleportation chamber they are met by Chadwick Chesterton, a human minister of the outpost of Holy Hearth. He questions them, and asks them to sign the log. He warns the Questors about

the fact that while the town is controlled by the vaguely-ethnic looking knights of Hisar who worship Bahamut and are led by the Divine Soul. These knights rule over a group of ruddy irish-accented barbarians who are native to the region.

Yeoff and Nigel go shopping for furs and long johns and winter clothes at the general store called the Snowman's Friend run by a friendly ginger barbarian humanman named Aideen. Pipkin and Ping are already equipped.

The party meets with another barbarian named Aiden who runs a sleigh ride to the base of the mountains. He can get the Questors pretty close to the kingdom of the storm giants.

Ping and Nigel notice that the locals are not looking very healthy. They are mostly hanging around a tavern. Names the Dasher's Post. There are a lot of guards outside, but they are not going in. Instead, they are on the lookout for trouble from the barbarians who frequent the place. All the Questors enter the tavern, and it is very lively. The tavern is run by a friendly barbarian named Shamus.

Inara orders a round for the party, but is rebuffed by the barkeep who calls Inara a "colonizer." Nigel and Yeoff get in the barkeep's face. They threaten to leave a bad review. With the contingent of Hydrus soldiers just outside. Most of the party leaves, but Ping blends in with the local color. He listens in how the barbarians are being exploited by the Hisar officials who "own" the town are working the natives in the mines nearby. He learns about Aideen, an older barbarian matriarch of the town who is not happy with how things are going in the town.

Ping returns to the party. The Questors decide to split up. The half-elves will find and speak to Aideen, while Sigmund, Yeoff, and Inara will speak to the Hisar forces.

Ping, Nigel, and Pipkin meet with the barbarian matriarch. Aideen vets them by casting zone of truth. Nigel negotiates travel to the Storm Giants with the natives if the party kills the followers of Bahmut who are forcing the locals to work for them. She particularly wants to see the death of Chadwick Chesterton, the Hisar minister of Holy Hearth. Nigel agrees to slay Chesterton in exchange for travel. Back at the Dasher's Post, Aideen signals that Nigel and Ping are with her to the locals.

Sigmund, Yeoff, and Inara head to the Hisar soldiers barracks.

Charles Schwab the commander of the Bahamut folks based in the barracks just outside of town. He explains how he and his soldiers are in Holy Hearth to "spread civilization" to the degenerates and to mine magical ore in the mountains. They will forge that ore into mirrors to see into the future. Inara lies about her last name with the leader of the Bahamut folks. She has



a discussion with Schwab to get two “SnowGnomeMobiles” and they do that. They are able to use these to get to the storm giants.



Pipkin challenges Chadwick to a duel, and Nigel kills him dead with a backstab before the fight even gets started. By rules of dueling in the Feywild he has no recourse. Chadwick should have brought a second to the duel, but he was a fancy dummy. Pipkin does the honorable thing and pays for Chadwick’s funeral and gives a moving speech in his combatant’s honor.

The Questors board the two “SnowGnomeMobiles” and set off for the Frost Reach. They make a day’s journey, and then stop for rest by a forest. During Yeoff’s watch that night Mirara vanishes. Everyone wakes. Sigmund determines that she has managed to teleport herself away to Cuvvet, the capital of Hisar. She has betrayed the party, taking along the magical runestaff that she said she would return to the precognitive Storm Giants.